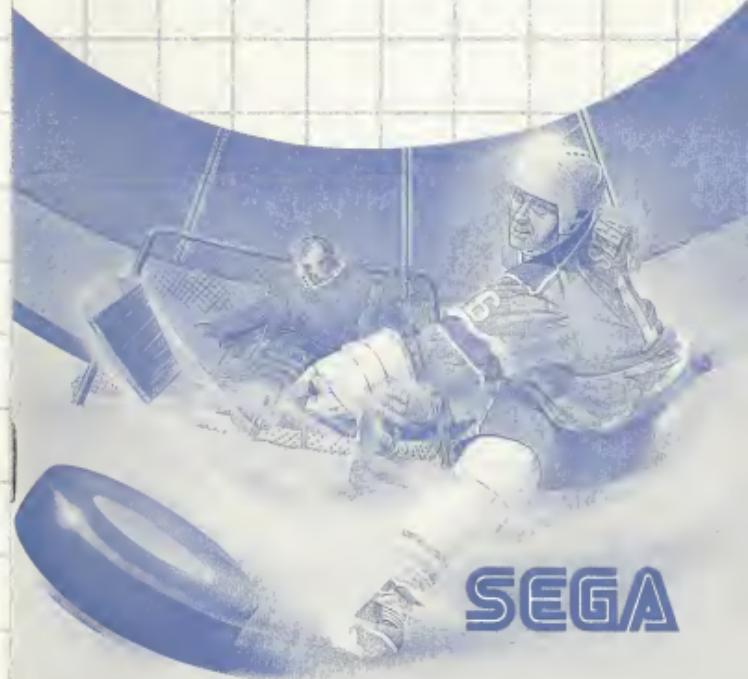


# Slap Shot™



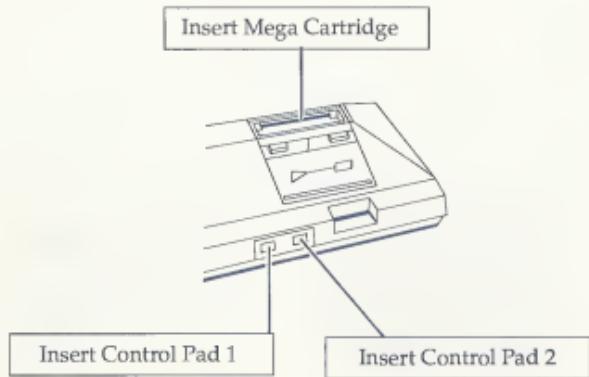
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## Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.
4. At the title screen, press Button 1 or 2 to start the game.

**IMPORTANT:** Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



## Slap Shot

Ice hockey is a tough, fast-paced game where only the strongest, fastest, and smartest can possibly hope to survive. The most awesome aspect of hockey is the "Slap Shot", where you can skate into open ice, wind up and let one fly at the goalie. Shots can reach speeds of up to 110 miles per hour!

Here's your chance to see if you've got what it takes to be a champion. You can go up against a friend in an Exhibition game, or square off with the computer in Exhibition or Tournament play. Select your team from one of three leagues, ranging from amateur to professional. Choose any one of the 24 teams from around the world, and hit the ice!

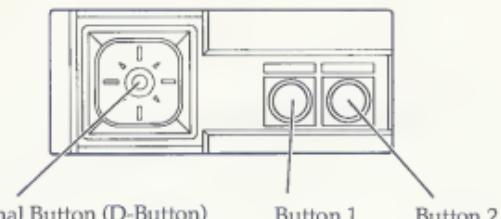
At times, the action may get a bit rough—time to slug it out! Don't lose the fight, though, or you'll be stuck in the penalty box and your teammates will be a man short for 2 minutes. Play tough and smart, and you just might come out on top!

### Notice

The rules for playing "Slap Shot" aren't always identical to those of professional hockey. In this case, the computer is the referee. We ask that you abide by the judgment of the computer if you are whistled for some type of infraction.



## Take Control!



Directional Button (D-Button)

Button 1

Button 2

### D-Button:

- Moves skaters in 8 directions.
- Moves Goaltender in 4 directions (N, S, E, W).
- Aims shots in the Overtime period.
- Sets up game, player, team, and league choices.

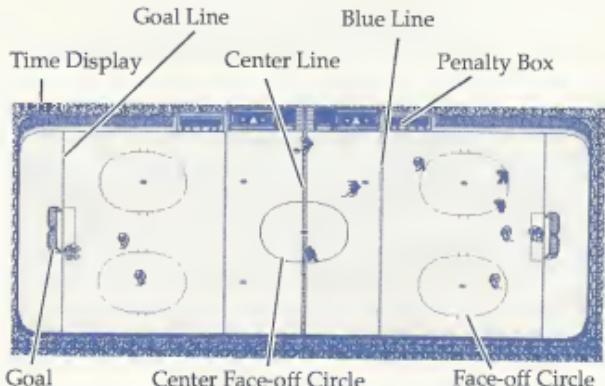
### Button 1:

- Starts the game.
- Cancels set-up commands.
- Shoots the puck when attempting a shot on goal.
- Throws punches during a brawl.

### Button 2:

- Starts the game.
- Choose game, player, team, and league.
- Passes the puck to one of your teammates.
- Throws punches during a brawl.

# The Rink



## Pre-game Advice

If you're not terribly familiar with the intricacies of hockey, here are a couple of hints that should help you.

"Icing", in this game, happens when a player shoots the puck across both the center line and the opposing team's goal line, and the first player to touch it is



someone on the other team aside from the goalie. The word "ICING" will appear on the screen, and play will resume with a Face-off in one of the face-off circles in the guilty team's own end. Watch out here—the other team lives for this situation, and will look to pop in a quick goal!

**NOTE:** Remember, though, that if the puck is fired across both lines, then bounces off the boards and back over the goal line, icing will not be called.

If you get into a slugfest, do your best to put your man on his behind. If he whips you, you have to spend 2 minutes in the Penalty Box. Also, the opposing team will be in a "Power Play" situation—that means they'll have one more skater on the ice than your team. Rather than give up a quick goal, you should punch the man's lights out! Get out there and stick 'em!

## Getting Started

The title screen will appear at the beginning. When you see "PUSH START BUTTON" on the screen, push either Button 1 or 2. This will enable you to enter the Mode Selection screens.



## Number of Players

This game may be played by 1 or 2 players. To make your selection, use the D-Button to find the desired option, and select it with Button 2. If you



change your mind, cancel the selection by pressing Button 1. If the "1PLAYER" mode is chosen, you can choose to play an Exhibition game or enter the Tournament. If you opt for the "2PLAYER" mode, you may only play an Exhibition contest.

## Road to Victory

**SELECT GAME**  
• EXHIBITION  
TOURNAMENT

To select a game mode, use the D-Button to find the desired option, and then select it by pressing Button 2. If you wish to change your selection, cancel it by pressing Button 1.

**EXHIBITION:** For 1 or 2 players. You may play 1 game in this mode. The title screen appears when the game ends.

**TOURNAMENT:** For 1 player only. You may choose a team from 1 of the 3 leagues, and then play up to 3 games against other teams in that league. The computer chooses the team it will play against you, and determines the team(s) that you'll face if you advance past the first round.

If you win the first game, you advance to the second round. If you're again victorious, you move on to the Tournament finals. Should you come out on top in the third game, you'll be crowned Tournament Champion!

## Select a League

There are 3 leagues from which you may choose a team. In each league are 8 teams from various countries around the

world. "C" league teams play at an amateur level, "B" league teams have intermediate ability, and "A" league teams are the

strongest and fastest. You may not choose to play an "A" league team against one from "C" league, though.

## Choose Your Team



After you've selected a league, the list of teams will appear. Use the D-Button to move the selection arrow up or down. As you do this, the Power, Speed and Balance ratings for each team will be shown. "A" is the best rating possible, and "C" the worst. Use them as guides to help you choose a good team. Once you've found the team you want to play on, press Button 2 to enter your selection. To change your selection, cancel by pressing Button 1.

## Playing the Game: Face Off!!

You're almost ready to play. Before you lace up your skates, though, here's a quick explanation of the team selection procedure in each of the 3 modes.

## Exhibition Game: 1 Player

You choose a team first. A "1" will appear next to your selection. Then, the computer will decide which of the remaining teams it will play against you. A "C" will appear next to the computer's choice. Finally, press Button 2 to start the game. The Versus screen will appear, showing your team's colors on the left, and the computer's on the right.

## Exhibition Game: 2 Players

Player 1 should select his team first, using Control Pad 1. Then, Player 2 may select his team using Control Pad 2. A "1" will appear next to Player 1's choice, and a "2" next to Player 2's team selection. To start the game, Player 2 should press Button 2 on Control Pad 2.

## Tournament

Find your team using the D-Button, then select it by pressing Button 2. A tournament bracket diagram will then appear, displaying the match-ups in each round as the tournament progresses. If you continue to win, you'll see the diagram after each match, showing you who your next opponent is, and giving you some idea who you might face if you reach the finals.

## Cancelling a Selection

As mentioned earlier, by pressing Button 1 you may erase a previously made choice. This may be done at any time before

the Versus screen appears. If there are 2 players, player 2 must press Button 1 on Control Pad 2 to cancel his selection(s).

## The Versus Screen

This screen displays the colors of the 2 teams that are about to do battle on the ice. Your team's colors will be shown on the left, and the computer's on the right. If there are 2 players, player 2's team colors will appear on the right. Be certain to note the color of your team's uniforms—you don't want to be passing the puck to the wrong goon, do you?



## At Center Ice

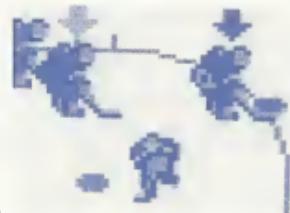
Once the Rink scene appears, both teams skate out onto the ice from their respective locker rooms. The two Centers face each other in the center face-off circle. A Referee will suddenly appear, and shortly after will drop the puck to begin play. Press Button 2 to try and gain control of the puck immediately after the ref drops it. You have a better chance to control the flow of the game if you win most of the face-offs.



Once one of the teams has control of the puck, the arrow indicators will appear. Team 1's arrow is Blue, and Team 2's arrow is Red. The arrows will at first be above the center of each team. Move the player in control of the puck using the D-Button.

## He Shoots, He Scores!!

Now you're on offense, and you'd like to get a quick goal to shake up the other team a little bit. To pass the puck to one of your teammates, press Button 2. To take a shot on goal, press Button 1. As you pass or shoot, watch for defenders, as they will try to block or intercept your pass or shot attempt.



If you shoot and the puck crosses the goal line into the net, you get one point. Burn the netminder with a fake and a wrist shot,

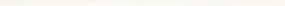
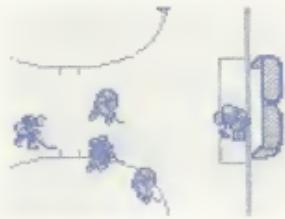
or smoke him with a slap shot from the blue line!

Also, you'll be able to relive the thrilling moment with Instant Replay. (When the other team scores, and you aren't particularly interested in seeing it twice, press Button 2 to skip the replay.)



## Guarding Your Goal

Always follow the location of the puck, especially on defense. If you're guarding the player in control of the puck, and he suddenly passes off or fakes you out, press Button 2 to move the arrow to the teammate that's closest to him. Do this again and again to keep pressure on the offense. You can also use the D-Button to take a run at one of the opposing players, and possibly jar the puck loose. Watch the offense's passing patterns—you might be able to position yourself to pick one off and streak down ice! Breakaway!



If the offensive player in control of the puck looks like he might shoot, or if he does let loose, use the D-Button to move your goalie. The defensive player with the arrow above him will continue to pressure the offense even while you're positioning the goalkeeper.

## He Started It!

You may be flying down the ice with the puck, or you may be shadowing the other guy—and then it happens. Tempers flare, a push, a shove... fisticuffs!



If and when you get into a fight, press Button 1 or Button 2 repeatedly to throw a flurry of punches. You'll see the brawl up close, and above the combatants' heads is the Punch Gauge. Forgetting the color of your team's uniforms could cost you dearly! Watch the gauge, and try to beat your man so badly that the glove in the Punch Gauge with his team's colors moves over to his side. If it ends up on your side, that means that you've been pummeled! To add insult to injury, you must spend 2 long minutes in the Penalty Box, while your teammates have to try to survive shorthanded.

The pummeled player goes to the box for 2 minutes, or until the end of that period, whichever comes first. Play resumes after the fight with a face-off in the closest circle.

## Time Flies When You're Having Fun!

Just as in real hockey, a game consists of three 20-minute periods. Therefore, barring overtime, a game lasts 60 minutes. They aren't real minutes, however. Watch the clock in the upper left hand corner—it will appear whenever play is stopped.

## Pep Talk!

Down by 3 goals going into the third period? Dead on your skates? Well, the coach is sure to have a few choice words for you at intermission. If you're in good shape, though, you'll get a verbal pat on the back. The intermission



between the second and third periods is the only break in the contest. Unless, of course, you get your brains beat in and have to sit in the box for a bit!

## Know the Score

The scoreboard appears after each goal is scored, and at the end of each period. The team that has scored the most goals by the end of the third period wins the game.

In case of a tie, the Centers from each team participate in an Overtime shootout. If that ends in a tie, the 2 players continue to shoot until one scores a goal and the other misses. The high score wins the playoff, and the game.

## Overtime Shootout

If the teams are deadlocked after 3 periods, as mentioned earlier, the Center from each team will try his luck in a shot contest. Each player is given 3 shots on goal, with the highest scorer being declared the winner. A scoreboard will appear on the screen for each player. As a shot is taken, one notch on that player's scoreboard will fade out. Again, remember your team name and colors.



**The Shooter:** Move the D-Button to aim your shot. While pressing the D-Button, press Button 2 and let it fly. If there are 2 of you, hide your Control Pad from your opponent so he can't figure out how you'll attack.

**The Netminder:** Press the D-Button in the direction that you think the shooter will aim. Everything happens so quickly that once you've committed yourself, there's no turning back!

## Hat Tricks!

- When the other team is on offense and has the puck in your end, you must watch the defender with the arrow over him, and keep an eye on the goalie as well. You never know when the guy with the puck will wind up and take a slap shot!
- Pass as often as possible. The more you pass, the better the chances of you getting the puck to a player who's got nothing but ice in front of him. The other goalie may look imposing, but in a one-on-one situation, he can be beat!
- If you're trapped in a corner or against the boards, bounce a shot off the boards or pass off to a teammate.
- If you're short one man because of a fight, try to either hang on to the puck for the entire 2 minutes, or skate just past center ice and shoot into the opponent's end. These are the best ways to kill time!
- To score a quick goal and shake the opposition's confidence,

if you can win the face-off at center ice, move the man with the puck just over the center line and let a shot go as quickly as you can. The goalie will occasionally be out of position!

- When your goalie is in possession of the puck, use caution when passing. There will be a couple of players from the other team just waiting for him to make a mistake!
- The best way to get used to the movement of the players, shot timing, and the goaltender's angle against shot attempts is to practice!

OK, people, let's get out there and put on a clinic! Show the other team just how it's done! Enjoy all of the thrilling, hard-hitting action of hockey at home with "Slap Shot"!



## Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

## Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.